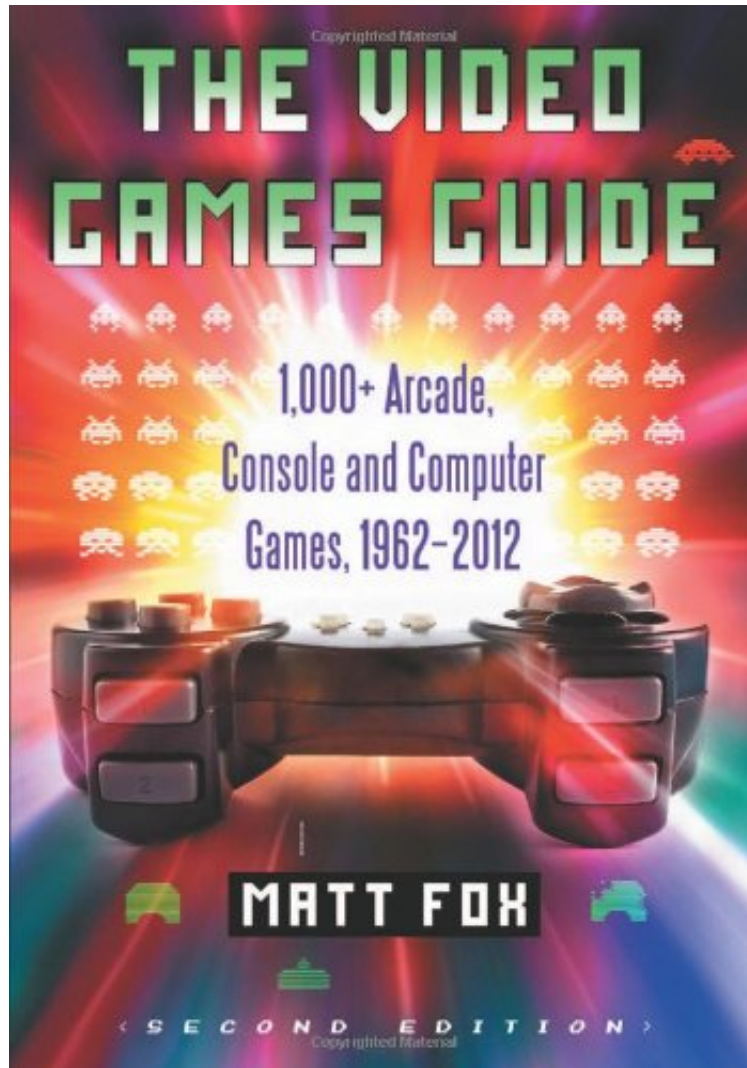


[Mobile book] The Video Games Guide: 1,000+ Arcade, Console and Computer Games, 1962-2012, 2d ed.

The Video Games Guide: 1,000+ Arcade, Console and Computer Games, 1962-2012, 2d ed.

Matt Fox

ePub | *DOC | audiobook | ebooks | Download PDF



DOWNLOAD



READ ONLINE

#3233685 in Books McFarland 2013-01-03 Original language: English PDF # 1 9.90 x 1.00 x 6.90l, 1.50 #File Name: 078647257X416 pages | File size: 42.Mb

Matt Fox : The Video Games Guide: 1,000+ Arcade, Console and Computer Games, 1962-2012, 2d ed. before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Video Games Guide: 1,000+ Arcade, Console and Computer Games, 1962-2012, 2d ed.:

0 of 0 people found the following review helpful. Not as comprehensive as it could be. By David Ellefson This book was an interesting read but with literally thousands of video game releases over the years many games were skipped. Basically the author covers game that he personally played. Many games that I have played were totally missing from the book. A good read but not complete. 1 of 2 people found the following review helpful. Good overall guide but

nowhere complete
By Greg
This book is a good reference book for those people who are interested in the evolution of video games and arcade games. Listed alphabetically, the book provides the year the game came out, what system, what company produced it, the author's personal ranking (1 to 5 stars), and a short description. In the middle of the book are some colored pictures which really illustrates how far game design has come. While the games that are in the book are landmarks of the industry, there were several games that I thought were missing (e.g. Earthbound, Terranigma, Secret of Mana, etc.) that should be included because of their importance. I realize you can only make a book so large because there are a TON of games out there so overall it is good to have in any gamer's library.
1 of 3 people found the following review helpful.
avoid
By vasilij
One of the worst books about gaming that I have read. Basically a list of games that the author played and his quick impressions (including a star rating, because, hey, it would not be a review otherwise!) Arbitrary and pointless. Avoid.

The Video Games Guide is the world's most comprehensive reference book on computer and video games. Presented in an A to Z format, this greatly expanded new edition spans fifty years of game design--from the very earliest (1962's Spacewar) through the present day releases on the PlayStation 3, Xbox 360, Wii and PC. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review which offers fascinating nuggets of trivia, historical notes, cross-referencing with other titles, information on each game's sequels and of course the author's views and insights into the game. In addition to the main entries and reviews, a full-color gallery provides a visual timeline of gaming through the decades, and several appendices help to place nearly 3,000 games in context. Appendices include: a chronology of gaming software and hardware, a list of game designers showing their main titles, results of annual video game awards, notes on sourcing video games, and a glossary of gaming terms.

s of the first edition: "Brilliant" --BBC Radio "Indispensable" --GamesTM "Superb" --BBC Focus "A must-have" --
Retrogameplay "Comprehensive" --Ain't It Cool News "Well written, comprehensive, and informative.
Recommended." --Choice "Fox presents an alphabetical reference to computer and video games created from 1962, to 2012 for platforms ranging from Atari and arcades to PlayStation 3, Xbox 360, Wii, and PCs." --Reference Research
Book News
From the Inside Flap
The Video Games Guide is the world's most comprehensive reference book on computer and video games. Presented in an A to Z format, this greatly expanded new edition spans fifty years of game design--from the very earliest (1962's Spacewar) through the present day releases on the PlayStation 3, Xbox 360, Wii and PC. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review which offers fascinating nuggets of trivia, historical notes, cross-referencing with other titles, information on each game's sequels and of course the author's views and insights into the game. In addition to the main entries and reviews, a full-color gallery provides a visual timeline of gaming through the decades, and several appendices help to place nearly 3,000 games in context. Appendices include: a chronology of gaming software and hardware, a list of game designers showing their main titles, results of annual video game awards, notes on sourcing video games, and a glossary of gaming terms.
About the Author
Video game expert Matt Fox lives in the medieval city of Canterbury in the United Kingdom. He is regional coordinator for a charity that runs engineering projects within schools and is also heavily involved with the teaching and promotion of space science in the UK.